

Fantasy Imperium

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|---------------------------------|--------------------------|
| Name: Francois de Troyes | <i>Player:</i> |
| Profession: Crusader | Income / Savings: 23 / 3 |

| <i>Characteristics</i> | | <i>Combat Factors</i> | | <i>History</i> | | | | <i>Appearance</i> | |
|------------------------|-----|-----------------------|-----|-----------------|--------------------|----------------------|-------|-------------------|----|
| Strength | 100 | Hits | 182 | Nationality | Frankish | Sex | Male | | |
| Endurance | 82 | Shock | 61 | Social Class | Well to do (4) | Age | 21 | | |
| Dexterity | 63 | Morale | 46 | Siblings | 0 | Height | 6' | | |
| Intuition | 65 | Winded | 82 | Birth Date | Oct. 7, 1100 | Weight | 185 | | |
| Self Discipline | 55 | Exhausted | 164 | Birthplace | Rheims | Skin | Cauc. | | |
| Reasoning | 64 | Burnout | 246 | Residence | Marseilles | Hair | Black | | |
| Ego | 83 | Power | 0 | Religion | Christian | Eyes | Gray | | |
| Awareness | 70 | Fate | 3 | Movement | Encumbrance | Saving Throws | | | |
| Presence | 76 | Luck | 7 | 0 Walk | 2 | Light | 50 | Ceremonial | 12 |
| Attractiveness | 85 | Piety | 120 | 1 Jog | 3 | Medium | 100 | Natural | 12 |
| <i>Extra Damage</i> | +7 | Spirit | 78 | 2 Run | 4 | Heavy | 200 | Extrasensory | 15 |
| <i>Speed Bonus</i> | - | Initiative | - 5 | 5 Sprint | 8 | Extreme | 300 | Black Magic | 12 |

Possessions

| | | | |
|----------------|------------------|--|--|
| Mail Hauberk | Riding Horse | | |
| Nasal Helm | Pack Horse | | |
| Gambeson | Pavilion | | |
| Half Chausses | Bedroll | | |
| Surcoat | Clothes (4 sets) | | |
| Heater | Boots | | |
| Crusader Sword | | | |
| Taper Axe | | | |
| Dagger (4) | | | |
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Fantasy Imperium

Melee Weapons

| Weapon | Skill % | H | Throw | Wt. | Mat. | Break % | Sharp. | I | F | Parry | Parry % | Damage |
|----------------|---------|---|-------|-----|------|---------|--------|----|---|-------|---------|--------|
| Crusader Sword | 70% | 1 | -25 | 3.5 | Iron | 12% | | -3 | 4 | +12 | 47% | 4d6 EP |
| Taper Axe | 70% | 1 | -5 | 3 | Iron | 0% | | -2 | 3 | +7 | 42% | 3d6 E |
| Dagger | 43% | 1 | -2 | 1 | Iron | 8% | | 0 | 1 | +2 | 24% | 1d6 PE |
| | | | | | | | | | | | | |

Missile Weapons

| Weapon | Skill % | Ammo | Wt. | Pull | Load | I | F | S | M | L | X | Damage |
|--------|---------|------|-----|------|------|---|---|---|---|----|----|--------|
| Dagger | 43% | 4 | 1 | - | 1 | 0 | 1 | 3 | 5 | 10 | 15 | 1d6 P |
| | | | | | | | | | | | | |
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|-----|------|------|------|
| -0% | -25% | -50% | -75% |
|-----|------|------|------|

Armour

| Name & Material | Wt. | Hits | Damage | Location | Value | Location | Value |
|-------------------------------------|-----|------|--------|----------|-------|------------|--------|
| Nasal Helmet, Iron | 2 | 60 | | Skull | 21 | Shoulder | 9 |
| Hauberk (long), w/Coif & Mittens | 12 | 80 | | Eye | | Armpit | 9 |
| Mail, Iron | | | | Ears | 8 | Upper Arm | 9 |
| Gambeson | 1 | 30 | | Nose | 9 | Inside Arm | 9 |
| Half Chausses, Mail, Iron | 6 | 70 | | Face | | Elbow | 15 / 9 |
| Surcoat, Linen | 1 | 15 | | Mouth | | Forearm | 15 / 9 |
| | | | | Chin | 8 | Wrist | 15 / 9 |
| | | | | Throat | 8 | Hand | 15 / 9 |
| | | | | Neck | 9 | Thigh | 9 |
| | | | | Chest | 9 | Knee | 9 |
| | | | | Abdomen | 9 | Shin | 9 |
| | | | | Back | 9 | Calf | 9 |
| | | | | Hip | 9 | Foot | 9 |
| | | | | Groin | 9 | | |

| Shield | BSE | Wt. | Material | I | F | Turn | Missiles | Hits | Damage | Parry | Parry % |
|--------|-----|-----|----------|----|---|------|----------|------|--------|-------|---------|
| Heater | - | 11 | Wood | -2 | 4 | - | -20% | 80 | | +5% | 68% |

| | |
|--------------|----|
| Total | 42 |
|--------------|----|

Fantasy Imperium

| <i>SP</i> | <i>Skill</i> | <i>Base</i> | <i>%</i> |
|-----------|----------------|-------------|----------|
| | Acrobatics | DX | |
| | Acting | SD | |
| | Administration | RE | |
| | Agriculture | EN | |
| | Alchemy Script | RE | |
| 5 | Ambush | AW | 64% |
| | Animalcraft | SD | |
| | Astrology | IN | |
| | Astronomy | RE | |
| | Bargaining | PR | |
| 3 | Brewery | RE | 43% |
| | Bribery | IN | |
| | Business | RE | |
| | Candlemaking | AW | |
| 2 | Carpentry | EN | 36% |
| 5 | Cartography | AW | 64% |
| | Ceramics | DX | |
| | Chemistry | RE | |
| 3 | Climbing | EN | 46% |
| 5 | Cooking | IN | 63% |
| | Counterfeiting | AW | |
| | Cryptography | RE | |
| | Dancing | PR | |
| | Disguise | AW | |
| | Diving | DX | |
| | Drawing | AW | |
| 5 | Eloquence | PR | 65% |
| | Embalming | SD | |
| | Engineering | RE | |
| | Etiquette | PR | |

| <i>SP</i> | <i>Skill</i> | <i>Base</i> | <i>%</i> |
|-----------|----------------|-------------|----------|
| 5 | First Aid | RE | 63% |
| | Fishing | IN | |
| | Fletching | DX | |
| 3 | Foraging | AW | 44% |
| | Fortunetelling | IN | |
| | Forgery | DX | |
| | Gambling | SD | |
| | Glassworking | DX | |
| | Heraldry | RE | |
| | Herbology | RE | |
| | Hideworking | SD | |
| | History | RE | |
| 3 | Interrogation | IN | 43% |
| 2 | Intrigue | AW | 34% |
| | Juggling | DX | |
| 5 | Jumping | ST | |
| | Legerdemain | DX | |
| | Locksmith | DX | |
| 2 | Masonry | EN | 36% |
| | Mathematics | RE | |
| | Metallurgy | RE | |
| | Milling | RE | |
| | Mineralogy | RE | |
| | Mountaineering | EN | |
| 2 | Mythology | RE | 33% |
| | Painting | AW | |
| | Perfumery | AW | |
| | Physician | RE | |
| | Piloting | AW | |
| 3 | Reconnaissance | AW | 44% |

| <i>SP</i> | <i>Skill</i> | <i>Base</i> | <i>%</i> |
|-----------|------------------|-------------|----------|
| 5 | Religion | IN | 63% |
| | Riding | IN | |
| | Sculpture | DX | |
| | Seamanship | SD | |
| | Seduction (PR) | AT | |
| | Sensuality | IN | |
| 3 | Sewing (hand) | SD | 41% |
| | Shipwright | RE | |
| 3 | Singing | PR | 45% |
| | Skiing | DX | |
| | Song Lore | RE | |
| | Stealth | SD | |
| | Storytelling | PR | |
| 5 | Streetwise | EG | 67% |
| 2 | Strategy | RE | 33% |
| | Survival: | | |
| | Arctic | RE | |
| 5 | Desert | RE | 63% |
| | Forest | RE | |
| | Jungle | RE | |
| 5 | Marine | RE | 63% |
| | Steppe land | RE | |
| 5 | Swimming | EN | 66% |
| 3 | Tactics | RE | 43% |
| | Textiles | RE | |
| | Timberwright | ST | |
| | Tracking | AW | |
| | Trapping | DX | |
| | Weaponcraft | RE | |
| | Weatherlore | AW | |

| <i>SP</i> | <i>Languages</i> | <i>Base</i> | <i>%</i> |
|-----------|------------------|-------------|----------|
| 0 | Langue d'oïl | IN | 80% |
| 5 | Langue d'oc | IN | 63% |
| 5 | Latin | IN | 63% |
| 5 | Irish Gaelic | IN | 63% |
| | | IN | |
| | | IN | |
| | | IN | |
| | | IN | |
| | | IN | |
| | | IN | |
| | | IN | |

| <i>SP</i> | <i>Writing</i> | <i>Base</i> | <i>%</i> |
|-----------|----------------|-------------|----------|
| 5 | Cyrillic | RE | 63% |
| | | RE | |
| | | RE | |
| | | RE | |
| | | RE | |
| | | RE | |
| | | RE | |
| | | RE | |
| | | RE | |
| | | RE | |
| | | RE | |

| <i>SP</i> | <i>Music</i> | <i>Base</i> | <i>%</i> |
|-----------|--------------|-------------|----------|
| | Drum | PR | |
| 2 | Dulcimer | PR | 35% |
| | Flute | PR | |
| | Harp | PR | |
| | Lute | PR | |
| | Lyre | PR | |
| | Mandolin | PR | |
| | Pipes | PR | |
| | | PR | |
| | | PR | |
| | | PR | |

| <i>SP</i> | <i>Miscellaneous</i> | <i>Base</i> | <i>%</i> |
|-----------|----------------------|-------------|----------|
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| <i>SP</i> | <i>Miscellaneous</i> | <i>Base</i> | <i>%</i> |
|-----------|----------------------|-------------|----------|
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| <i>SP</i> | <i>Miscellaneous</i> | <i>Base</i> | <i>%</i> |
|-----------|----------------------|-------------|----------|
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Backstory

Actions – How does he/she act towards & treat others? *A character is defined by what he does.*

Kind, giving, pious. Will defend the poor and pursue evildoers.

Has a tendency to be violent and argumentative.

Goals – What does he/she want? *Desires will affect a character's actions.*

Goal: To exact revenge upon Ishaq, the Egyptian.

Motivation: To be exonerated of the crime of treason against France.

Inner Need & Main Character Flaw – What is he/she missing? *The flaw will block a character's need.*

Inner Need: To be seen as a good person.

Character Flaw: Vengeful.

History – What happened in the past? *Where is the character from?*

Born during a thunderstorm.

Orphaned and raised by a priest that was formerly a wealthy Templar.

Befriend a faerie as a child.

Upon reaching the age of maturity, inherit a personal estate with 100 acres of land in southern France.

Unjustly convicted of the crime of treason and sentenced to death after indirectly helping a foreigner (the Egyptian, Ishaq) leave the country. Ishaq is wanted for desecrating churches throughout the world.

Rescued from prison by a notorious band of outlaws, led by Thrand the Norseman.

Reputation & Stereotypes – What do others think of him/her? *These affect how others treat the character.*

Seen as an outlaw that has no respect for the church, and in league with the hated infidels.

Special Talents, Habits, & Preferences – What does he/she like? *Favorite things.*

Talents: Cooking, Eloquence, and Woodcarving.

Habits: Prays every day. Attend Mass as often as possible.

Preferences: French wine, good company, fine clothes, and hunting.

Appearance – What does he/she look like? *Physical traits, distinctive features, clothes.*

Tall, muscular man with a thin mustache and steel gray eyes. Stern expression.

Only donning armour before a fight, will usually wear fine clothes in defiance of his Spartan upbringing by a priest that had taken a vow of poverty.